

JP08166559 (^) A
HEAD MOUNTED DISPLAY DEVICE
NIPPON TELEGR & TELEPH CORP <NTT>

Inventor(s):SUYAMA SHIRO ;KATO KINYA ;SAKAI SHIGENOBU

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Abstract: PURPOSE: To satisfy all of the parallax of both eyes, the convergence (^) of both eyes and the focal distance adjustment (^) action of the eyes and to obtain an electrically rewritable state by changing a two-dimensional position on a flat display device based on the three-dimensional (^) position of the gazing point of both eyes and functioning as a volume scanning three-dimensional (^) display by following the gazing point.

CONSTITUTION: According to the three-dimensional (^) position of the gazing point 1a6 of a person, the two-dimensional position and the display contents of the flat display devices 1a2R and 1a2L can be changed. That means, when the gazing point 1a6 is set at a position shown in a figure, the devices 1a2R and 1a2L are respectively moved to the two-dimensional position corresponding to the point 1a6(decided by the focal distance of lenses 1a3R and 1a3L and the like) by moving devices 1a4R and 1a4L. Then, a picture corresponding to the position is displayed. Thus, the vicinity of the gazing point of the person can be always displayed and contradiction among the focusing action of the eyes, the parallax of both eyes and the convergence (^) of both eyes can be eliminated. Therefore, the focusing action of the eyes, the parallax of both eyes and the convergence (^) of both eyes being the main factor for obtaining a stereoscopic (^) effect can be satisfied.

Int'l Class: G02B02722; G02B02702

Patents Citing this One: No US, EP, or WO patents/search reports have cited this patent.

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**DEVICE FOR ADJUSTING (^) INCIDENT POSITION AND CONVERGENCE (^) POINT OF
BINOCULAR IMAGE IN GAME MACHINE FOR BINOCULAR STEREOSCOPIC (^) IMAGE**

TAITO CORP

Inventor(s):TANIMOTO MANABU

Application No. 08031329 JP08031329 JP, **Filed** 19960124, **A1 Published** 19970805

Abstract: PROBLEM TO BE SOLVED: To enable a player to change the convergence (^) point of a left and right image so as to make it most suitable to him, in a game machine displaying a binocular stereoscopic (^) image, and also to enable him to change distance between images incident on both eyes so as to make it clearly visible to him. SOLUTION: An operating button 1 is arranged, which adjusts the convergence (^) point of a left and right image as well as the incident position of the binocular image, in the control panel for operating a game machine displaying binocular stereoscopic (^) images. With an operating button A 1a pressed, the convergence (^) point goes away in the screen direction. With an operating button B 1b pressed, the point comes close from the screen direction. With an operating button C 1c pressed, a distance widens between the left and right images incident on both eyes. With an operating button D 1d pressed, that distance narrows. Thus, the player is able to adjust the stereoscopic (^) image most suitably to himself.

Int'l Class: A63F00922; G03B02160 G03B03518 G06T01500 H04N01304

Patents Citing this One: No US, EP, or WO patents/search reports have cited this patent.